

[DEFENDERS OF UNIVERSE 7]



# [External Game Document]

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## [Game Document for Pot of Gold Slots]

Version #1.0

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## Version History

[Added base code to project & set up initial android studio project file.

Added suitable images to fulfill various tasks such as a slot machine background, prizes for the reels, buttons and other various images.

Began translating the example code from javascript to java and setting up the simple debugs for button presses.

Finalized all buttons and began adding text boxes in designated positions.

Finalized text format, styling, and coding work.

Created code logic for reel function and assigned appropriate functions to provide a random output for the reels.

Finalized smaller details such as disabling spin button when player has insufficient money, adding a blank image for the reels, and adding any finishing touches such as customized buttons and a custom header image after clearing the default android header.]

## I. Game Overview

*Simple slot machine application that allows the player to make a minimum and maximum bet, then spin the reels and get a random outcome of prizes from the reels.*

## II. Game Play Mechanics

*Players select minimum or maximum bet and select the spin button. Depending on the outcome, player is awarded more credits or their wager is subtracted from the credit total. Click on the reset button to reset the game and return the players credits to the starting amount.*

## III. Controls

*Left click on all buttons to interact with them.*

## IV. Scoring

*The players total score is based on their bet outcome. Winning the bet adds to their total score, losing the bet subtracts from total score.*

## V. Design Notes

*App designed using Google Pixel device emulator(1920x1080), API 27.*

## VI. Interface Sketch



**VII. Art / Multimedia Index**